

CLAIMS

1. A feedback assembly for computer games, the feedback assembly comprising an output means for delivering stimulation signals to stimulate muscles of part of a
5 players body, an input means for receiving stimulation signals from a signal generator and an attachment means adapted to attach the output means to a part of the player's body, wherein the output means is adapted to deliver stimulation signals, in response to activation signals
10 received from the input means at predetermined times to represent events occurring in an activity involving the player.

2. The feedback assembly as claimed in claim 1 wherein the output means is adapted to deliver stimulation
15 signals at predetermined times corresponding to the times at which feedback signals are received by a data processor with the feedback signals representing events occurring in the activity.

3. The feedback assembly as claimed in claim 1
20 wherein the predetermined times correspond to the times during the activity during which the player receives a simulated impact.

4. The feedback assembly as claimed in claim 1 wherein the input means comprises an input device for
25 connection to an interface means for interconnecting the input means and a data processor used for controlling an activity involving the player.

5. The feedback assembly as claimed in claim 4 wherein an activation assembly comprises at least one
30 accessory which is able to be worn by the player.

6. The feedback assembly as claimed in claim 5 wherein the at least one accessory comprises a casing with the output means on an inner surface thereof.

7. The feedback assembly as claimed in claim 6 wherein the output means comprises one or more electrodes.

8. The feedback assembly as claimed in claim 7 wherein the casing is adapted to wrap around a person's
5 limb.

9. The feedback assembly as claimed in claim 8 wherein the attachment means comprises a strap and hook and loop system.

10. The feedback assembly as claimed in claim 9
10 including a plurality of wearable accessories each having at least one electrode which is able to deliver stimulation signals independently of each other electrode.

11. The feedback assembly as claimed in claim 10 wherein the input means is wired to the output means.

15 12. The feedback system as claimed in claim 11 including an interface means which includes the signal generator.

13. The feedback assembly as claimed in claim 1 including an interface means which includes the signal
20 generator.

14. The feedback assembly as claimed in claim 13 wherein the interface means comprises an interface unit having a housing with at least one feedback assembly input port for receipt of the input means.

25 15. The feedback assembly as claimed in claim 14 wherein the interface unit includes accessory input and output ports and a data processor output port for connecting the interface means to a data processor.

16. The feedback assembly as claimed in claim 15
30 wherein the accessory input and output ports are adapted to connect the interface unit to at least one controller for controlling operation of the data processor.

17. The feedback assembly as claimed in claim 16 wherein the interface unit is adapted to be connected to a computer console of a computer game.

18. The feedback assembly as claimed in claim 14
5 wherein the interface means includes a data processor for producing a computer generated activity on a display device.

19. The feedback assembly as claimed in claim 18 wherein the signal generator is adapted to be controlled by an adjustment means to vary a parameter of the stimulation
10 signals so as to vary the stimulation signals delivered by the output means to simulate different events occurring during the activity played by the player.

20. The feedback assembly as claimed in claim 19 wherein the stimulation signals vary in amplitude in direct
15 proportion to the amplitude of the feedback signals.